Procrastination

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http://watsongallery.ca/bridge/aaDeclarerPlay/Procrastination.pdf

Simply put, declarer puts off problem suits as long as possible. This way the following may happen:

- The defense might get end played and have to play the suit
- The defense might get curious and try to lead through the Kxx in dummy not realizing declarer has AJ10.
    - The defense may save declarer a trick any time they break open a new suit so they must use their exit cards and keep their defensive footprint low.
- Declarer might get a count of the hand from points already played or distribution when somebody shows out in a suit.
    - Assume the person with the longer holding has the card of interest.
- Watch discards
    - Player holding Qxx will not discard the suit, but a player holding xxx may discard the entire suit.

When you have two long suits to run. Run the one with solid cards first and run the one in plain view next.

Example: 7NT

Dummy: ♠AQ109   ♥AK   ♦AKQ32   ♣54

Closed Hand: ♠KJ2   ♥Q32   ♦54   ♣AKQ32

Cash spades and hearts first and perhaps a club or diamond will be discarded. Then cash Diamonds and then finally clubs. One defenders must keep their Diamonds to match dummy but they might let go a critical club because the club suit is hidden.

Example: Two Way Finesse.
Contract is 6NT and West led a club from a nothing suit.
♦AJ43
♦K1098

You can use restricted choice and assume West led a nothing club suit because he did not want to lead from the ♦Queen. You can first play all the winners and get a count of the hand. You might strip the hand and do an endplay which is much harder to do in 6NT than six of a suit.